NOVEMBER/DECEMBER 2025

23USC31 — JAVA PROGAMMING

Shanmuga Industries Arts & Science College
T.V.Malai

Time : Three hours Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. List any four Java buzzwords.
2. Write the syntax of a simple Java program.
3. Define inheritance.
4. Mention the purpose of the final keyword.
5. What is synchronisation in Java?
6. List any two classes of byte streams.
7. Define an event in Java.
8. What is the purpose of layout managers in AWT?
9. Mention two differences between AWT and Swing.
10. Define JFrame.

SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Explain the scope and lifetime of variables in Java with an example.

Or

(b) Demonstrate constructor overloading with an example.

12. (a) Differentiate between method overloading and overriding.

Or

(b) Illustrate the steps in creating and using user-defined exceptions.

13. (a) Explain the life cycle of a thread.

Or

(b) Demonstrate file reading using character streams.

14. (a) Explain the AWT class hierarchy.

Or

(b) Illustrate the role of panels and scroll panes.

15. (a) Differentiate between JTextField and JTextArea with a suitable example.

Or

(b) Demonstrate the use of JButton with an example.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Write and explain a Java program using control statements.

17. Discuss different types of inheritance in Java with examples.

18. Discuss thread creation using Thread class and Runnable interface with examples.

19. Discuss event handling in Java with examples of mouse events.

20. Develop a Swing program to create a student registration form.

———————